Advanced Gear & Services - Doc's Office

On the Origin of Species $1,500

Gear ♦ Book ♦ Science

Whenever you need to roll on the *Mutation Chart*, you may **add or subtract 1** from the result. *Limit Once per Mutation result.*

The Prometheus Procedure $300 x Hero Level

Experiment ♦ Science

"Behold, power over life and death has become our plaything, we have become Gods! ...ooh, that shouldn't be doing that."
Bring any Hero that is dead (through Death/Madness/Mutation) back to life. However, that Hero gains the keyword *Undead* and is now **-1 Move** and **-1 Initiative** (minimum 1).

Pheromones $500+Specimen Jar

Boost ♦ Injection

You may fill an unfilled ***Specimen Jar*** with material from defeated Demon, Void, or Beast Enemies. Whenever an Enemy is defeated you may make a **Cunning 5+** test. If successful, the ***Specimen Jar*** is filled with fluids from that Enemy. The next time you visit this Doc's Office, you can spend the filled ***Specimen Jar*** to have pheromones extracted from the material and injected into yourself to mask your own scent.

Choose a keyword from the Enemy whose material was put into the jar. For the next Adventure, Enemies with that keyword and less than 2D6 Health will not target your Hero during Fights. Gain **D3 Corruption points.**

*Limit One **Injection** at a time.*

Advanced Gear & Services - Blacksmith

Personal Locomotive $2,500

Transport ♦ Machine ♦ Rail

Can carry up to 6 Heroes and their Mounts. You may Travel between any Towns on the rail line for free. Travel only takes **1 day** and avoids all *Wilderness Encounters*. Each time you Travel, roll **D20.** On a roll of 1, you collide with another train on the track. Your ***Personal Locomotive*** is **Destroyed** and each Hero takes **D8 Wounds.** Cannot travel across non-Rail hexes.

Mining Binoculars $1,800

Gear ♦ Glass

You may **Look Through A Door** without being on a connecting half-space as long as you are on the same Map Tile as the Door. *Limit One and does not work on Gates.*

Clockwork Boots $2,300

Gear ♦ Clothing ♦ Boots

+2 Move +1 Escape

You may not end your turn on the same space you began it on (unless you fail an **Escape** roll or can't move).

Steam-Powered Shovel $1,100

Gear ♦ Tool

Use **1 Grit** to burrow through **D8 Spaces** instead of your normal move. Ignore all other models and **Escape** tests. If doubles are rolled, the device malfunctions and explodes (discard). Take **D6 Wounds** (with no Defense) and do not Move.

Advanced Gear & Services - Saloon

Rumors $500+1 Whiskey Token

Limit Once per Town Stay for all Heroes

You may gossip with the locals and try to pick up on some valuable rumors. Make a series of **3 Skill tests** using any combination of the skills **Cunning**, **Luck**, and **Lore** and target numbers 4+, 5+, & 6+ (all options must be used once). If successful with all the tests, you may draw a random **Exploration Token.** If that Token has a Clue Icon, you may keep that Token and spend it later in an Adventure. Whenever a Room Map Tile is revealed, you may place that Token down instead of the Exploration Token you would have drawn.

Betting Pool $X

Gambling ♦ Limit Once per Hero per Town Stay

Pay $X. You may bet on the ending position of the Darkness marker on the Depth Track of your next Adventure. If you guess the position exactly, then you win double what you paid initially. If you guess wrong or fail the Adventure, then you win nothing.

St. Cajetan's Blessing $2,300

Gear ♦ Charm ♦ Holy

REQUIRES

Attach to any Item.

Once per Adventure, you may physically rotate a single die 90° after it is rolled. *Limit One per Hero.*

Advanced Gear & Services - Frontier Outpost

Prisoner Transport

Law Only *Limit Once per Town Stay for all Heroes*

You may transport a Prisoner to another Town. Roll **D20** on the *Town Chart*. Upon delivery of the Prisoner, gain **$25/Hex** distance between these Towns. Roll **D8** for each day of travel. On a roll of 1, the Prisoner has escaped and you take **D6 Corruption Hits.**

Miner's Canary $1,800

Gear ♦ Animal

Once per Activation, you may roll **D6**. On a 4+ you may look at the next **Darkness** card. On a 1, discard this item. *Limit One.*

Enemy Training $300

Limit Once per Town Stay

Choose a keyword, for the next Adventure you gain +1 to all **To Hit** rolls or +1 to **Damage** against Enemies with that keyword.

Bugle $1,600

Gear ♦ Music

Once per Fight, you may set yourself as the target of every Enemy on the Map Tile (overrides ***Pheromones)***. Enemies will select new targets next turn if unable to Attack you. *Limit One per Hero.*

Advanced Gear & Services - Church

Rosary Beads $200

Gear ♦ Rosary ♦ Tokens

Gain 1 Rosary Token.

Discard and use 1 Grit to remove 1 Corruption point from yourself or an adjacent Hero.

Temple Garment $3,400

Gear ♦ Clothing ♦ Torso

UPGRADE SLOTS

You are +1 to all **Willpower** rolls against **Corruption Hits.**

Holy Only

Faith in Scripture $500

Limit Once per Town Stay for all Heroes

Only available to **Holy Heroes** who possess a **Holy Book** item. Make a series of three **Lore** 5+ skill tests.
If any 1's are rolled, the Book item becomes damaged beyond repair and is **Destroyed.** If successful, you may draw a random **Exploration Token**, but must NOT look at it (discard it if you or anyone else looks at the Token or the Token pile).

When on an Adventure, you may place that Exploration Token instead of drawing from the pile. If the Exploration Token has a Clue Icon, it counts as two Clue Icons unless a Mission requires that different encounters occur for each Clue Icon that is revealed. Otherwise, your Hero is -1 Faith for the rest of the Adventure. **Holy Only**

Advanced Gear & Services - General Store

Hold Up

Outlaw Only *Limit Once per Town Stay*

Make a series of **3 Skill tests** using any combination of the skills **Agility**, **Strength**, and **Luck** and target numbers 3+, 4+, & 5+ (all options must be used once). If successful in all 3 tests, gain any Purchase Items up to a value of **D6x$100**, otherwise gain **D3x$50** for each success.

If any 1's are rolled, you get nothing, are arrested, and will be sent to a prison labor camp for 20 years. Make either a **Cunning** 3+ roll or another Hero may pay **2D6x$100** bribe to bust you out of jail (in either case, gain 25 **XP** and end your Town Stay). If failed or no one pays a bribe, your Hero is out of the game for 20 years.

Shipment

Limit Once per Town Stay for all Heroes

Roll **D20** on the *Town Chart* and draw a Gear card face-down. You have **1 week (7 days)** to deliver that Gear card to the Town rolled.

If successful, discard the Gear card and choose one: you gain gold equal to the cost listed on the Gear card or you may purchase items in that Town from any one Location for half price (rounded up) for that Town Stay.

If unsuccessful or anyone looks at the Gear card before it is delivered, you gain **D6 Corruption points** (ignoring Willpower) and prices at all Locations in that Town are doubled until you successfully complete an Adventure. Roll a **D6**, on a roll of 5 or 6 you may keep the Gear card, otherwise discard it.

Advanced Gear & Services - Gambling Hall

Side Bets

Gambling ♦ *Limit Once per Visit*

"That one's a chump, couldn't possibly do that!"
"How much you wanna bet?"

If another Hero anywhere in Town is performing any Skill Test with a difficulty of 4+ or greater, you may bet on their success or failure.

If you bet that they succeed, you gain $25 for each die they roll that would pass the Skill Test only if they roll more dice that pass than fail. Otherwise, you lose $25 for each die that fails.

If you bet that they fail, you gain $25 for each die they roll that fails the Skill Test only if they roll more dice that fail than pass. Otherwise, you lose $25 for each die that would pass.

Cheat

Gambling ♦ *Limit Once per Visit*

What are the odds?

For the rest of the day, on any other Gambling action you take in the *Gambling Hall*, you may take **D3 Corruption Hits** to add or subtract one D6 to any rolls that you make (min 1) or you may even use that extra D6 to substitute out one of the other dice that you rolled.

However, if at any point you roll a '1' on any test in which you manipulated the dice, then you have been caught! The *Gambling Hall* don't take too kindly to cheaters and you're kicked out! Roll once on the ***Injury Chart*** and gain **2 Unwanted Attention** markers. In addition, no one in the Posse may visit this Town Location again until the end of your next Adventure.

Advanced Gear & Services - Indian Trading Post

Black Fang Hatchet $200

Gear ♦ *Dark Stone* ♦ *Tribal* ♦ *Tokens*

Gain 1 **Black Fang Hatchet** Token.

Discard to throw as a Ranged ***Free Attack****.*
Range: Strength+3, Shots 1, +3 Damage.
Does damage to Target and all adjacent Enemies. Uses Melee To Hit.

Klutz Bartering

Limit Once per Visit

Make a **Cunning** 4+ roll. For each success, add $100 to the value of an item you want to trade. For each failure, subtract $50. You may trade any one Item directly towards buying any one Purchase Item.

No change is given.

Tribal Tattoo $1,000

Boost ♦ *Tattoo*

You gain the Keyword **Tribal.**

Spirit Animal Tattoo $2,100

Boost ♦ *Tattoo* **Tribal Only**

Choose one of the following tattoos:

- **Horse** - +1 Move
- **Eagle** - +1 Spirit
- **Rabbit** - +1 Luck
- **Bear** - +1 Strength
- **Snake** - +1 Initiative
- **Mouse** - +1 Agility

You may purchase this multiple times, but you only gain the benefits of each tattoo once.

Advanced Gear & Services - Mutant Quarter

Mutation Suppressant $25

Boost ♦ *Injection*

Many Mutants become addicted to the Suppressant, not because the injection itself is addictive, but because they get addicted to just living normal lives.

Choose one **Mutation** you currently have. Until the end of your next Adventure, that Mutation is no longer in effect, but it is not Cured. If that was your only Mutation, you lose the keyword 'Mutant' until the Mutation returns.

Limit One ***Injection*** *at a time.*

Amputation $40

Limit Once per Visit

This'll just hurt for a minute... Well, OK. I lied.

Choose one **Mutation** you want to remove. That Mutation is Healed. Roll once on the ***Injury Chart.***

Lead Lining $750

Upgrade ♦ *Science* REQUIRES

Attach to any Item.

You may cancel out one Dark Stone symbol on this Item when checking for Dark Stone Corruption.

Advanced Gear & Services - Sheriff's Office

Hangman

Law Only *Limit Once per Town Stay for all Heroes*

"Do you have any last words?" you can hear yourself saying. The Man looks pleadingly at you, but doesn't say a thing. You turn away and grasp hold of the lever and prepare to pull.

You administer Justice to a convicted criminal and pull the Hangman's Lever. Gain **50 XP** and make a **Luck 4+** test. If passed, then a grateful victim also gives you **D3x$25** for having been the one to put that monster 6 feet under. However if any 1's are rolled, then evidence surfaces that the man you executed was innocent, take **D6 Corruption Hits.**

Take Bribe

Law Only *Limit Once per Town Stay*

Gain Px$100 and take **D6 Corruption Hits.** Your Hero gains the Keyword **Corrupt.** Make a **Luck 3+** roll. If successful, gain +$50. If a 1 is rolled, the Bribery is discovered! Convert your Hero to an **Outlaw** of the same level as your previous class.

Shackles $1,600

Gear ♦ Restraints

Once per Fight, you may attach this Item to an adjacent Human Enemy by making a **Strength 4+** or **Agility 4+** test. That Human Enemy has a Move of 1 for the rest of the Fight.

Advanced Gear & Services - Smuggler's Den

Smuggle Goods

Job ♦ Outlaw *Limit Once per Town Stay for all Heroes*

Outlaw Only

You may smuggle some Illicit Goods into another Town. Choose a Hero to carry these Goods and roll **D20** on the *Town Chart.* Upon entering that Town, pick a Random Hero. If it is the Hero carrying the Goods, they need to make a **Luck 6+** test. If successful, or undetected, the Posse gains Px$100. Otherwise, if they fail, they are arrested and thrown in jail and set to hang in the morning. Make a **Cunning 3+** test to escape the jail (gain **20 XP**) and flee Town (ending your Town Stay). If failed, the Posse may go on a Hanging High Mission [Frontier:2] to free the Hero... otherwise that Hero is killed.

Concealing Case $950

Gear ♦ Container

Holds any **1 Gear Item.** Any Gear Item with a Dark Stone symbol or that has upgrades with the Dark Stone symbol inside is Hidden and does not cause **Corruption Hits.** This Gear Item may still be used as normal.

Disguise Kit $1,200

Gear ♦ Clothing

When Visiting Towns, you may Hide any one Keyword you have for the purposes of determining effects.

Advanced Gear & Services - Street Market

Amphibious Wagon $4,300

Transport ♦ Machine ♦ Cart ♦ Limit One Transport

- Can carry up to 6 Heroes.
- When your Hero Posse completes a Job or Mission, each Hero in the Covered Wagon gains **15 XP.**
- The Amphibious Wagon may travel along River hexes as if they were Easy Terrain.

Limit 1 Cart per Hero Posse.

Mechanized Carriage $5,500

Transport ♦ Machine ♦ Cart ♦ Limit One Transport

- Can carry up to 6 Heroes.
- When your Hero Posse completes a Job or Mission, each Hero in the Covered Wagon gains **20 XP.**
- While on a Railroad hex, the Mechanized Carriage may travel to any other Railroad hex along the Rail line at a cost of only 2 MP, no matter how far away it is.

Limit 1 Cart per Hero Posse.